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Subject: Re: plotting data as it arrives using objects  
Posted by [Rick Towler](#) on Mon, 06 Jun 2005 17:22:31 GMT  
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clive\_cook wrote:

- > I am trying to write an object based program which collects lidar data
- > and plots the data as it arrives. I previously did this with direct
- > graphics plotting each profile as it arrived, which would produce a
- > contour plot. This was done by using the plots command and by scalling
- > the data with a chosen colour table using the BYTSCL command.
- >
- > I would like to do something similar with objects. I guess one way wold
- > be to create a new profile using the idlgrplot object however we would
- > be collecting several thousand lidar profiles over several hours and i
- > can't imagine that you could create as many objects.

When it comes to plotting something like this in OG, you don't overplot.

You update your data and "draw". So you have your array of data which as it changes you'll pass to your contour object and then redraw.

Something like:

```
oContour -> SetProperty, DATA=myUpdatedData  
oView -> Draw, oWindow
```

Or you could create a surface plot, which is what I think you're after... Whatever grObject you decide to go with, the concept is the same.

You may want to look at David Fanning's offerings. I know he has an example of an interactive surface plot in OG. It might be a good place for you to start.

Good luck!

-Rick

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